



EVENT SCHEDULE

1 Month Ahead

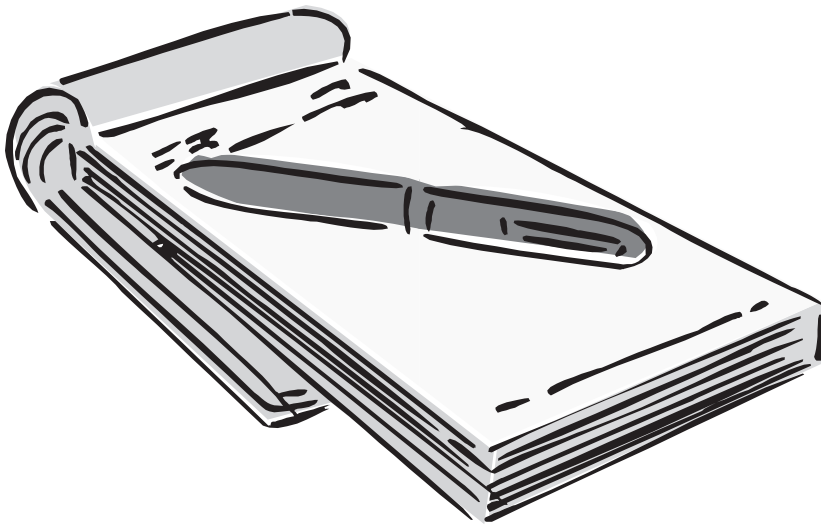
- Pick a date and time for your event

3–4 Weeks Ahead

- Promote the event in your calendar, newsletter, and/or local newspaper
- Notify members of your community including local schools, libraries, scout troops, after-school groups, etc.
- Make a list of all of the materials you might need, such as reproducible sheets, giveaways, “Confidential” envelope, pencils, etc.

1–2 Weeks Ahead

- Photocopy the reproducible activity sheets
- Gather all necessary materials for event day
- Review the event day instructions, decide how you will set up your event space, and distribute the first four clue activity sheets.



Turn over for event
day instructions.





EVENT DAY INSTRUCTIONS

- Double-check handouts and have all materials waiting nearby.
- Put copies of FINAL CLUE in the “Confidential” envelope that is provided.
- Place the other four clue activity sheets (and pencils) around your event space.

Set-up alternatives:

- Prepare collated packets of clues 1–4 to hand out to each attendee.
 - To encourage socializing, set up four work stations and have attendees move from activity to activity to work on each clue (You can separate your group into teams if you have a big turnout.).
- Welcome your junior detectives.
 - Explain the mystery:
 - You are going to collect clues to help solve **The MP3 Mystery** with Nancy Drew.
 - Each of the four activity sheets contains a clue you have to reveal.
 - Once you have all four clues, come to the event leader to receive a top secret FINAL CLUE that will help you crack **The MP3 Mystery**.

THE MP3 MYSTERY:

Jesse's MP3 player was stolen from his locker at River Heights High. The thief has it and is keeping it at his or her after-school job. Based on the clues, figure out where he or she works to find the MP3 player.

- As attendees are working on the four clues, move around the event space to answer questions. Encourage collaboration if kids are having trouble.
- As each junior detective reveals the first four clues, they should come to you for the FINAL CLUE—pull it from the “Confidential” envelope.
- Once attendees think they have solved the mystery, they should come to you to find out if they are right. If not, have them double-check their clues and try again. If they are correct, congratulate them.
- If anyone is still working on the activities when you are ready to wrap up your event, hand out the FINAL CLUE.
- End the event by handing out the Nancy Drew buttons to all attendees.